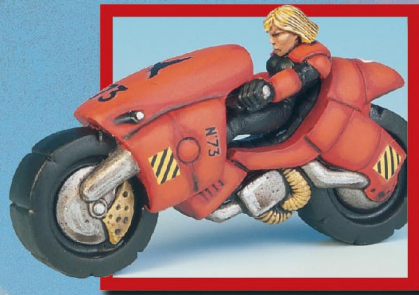


BATTLES WITH MINIATURES™

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VASA: The Pan-Humanic Protectorate



VASA's Rise to Power

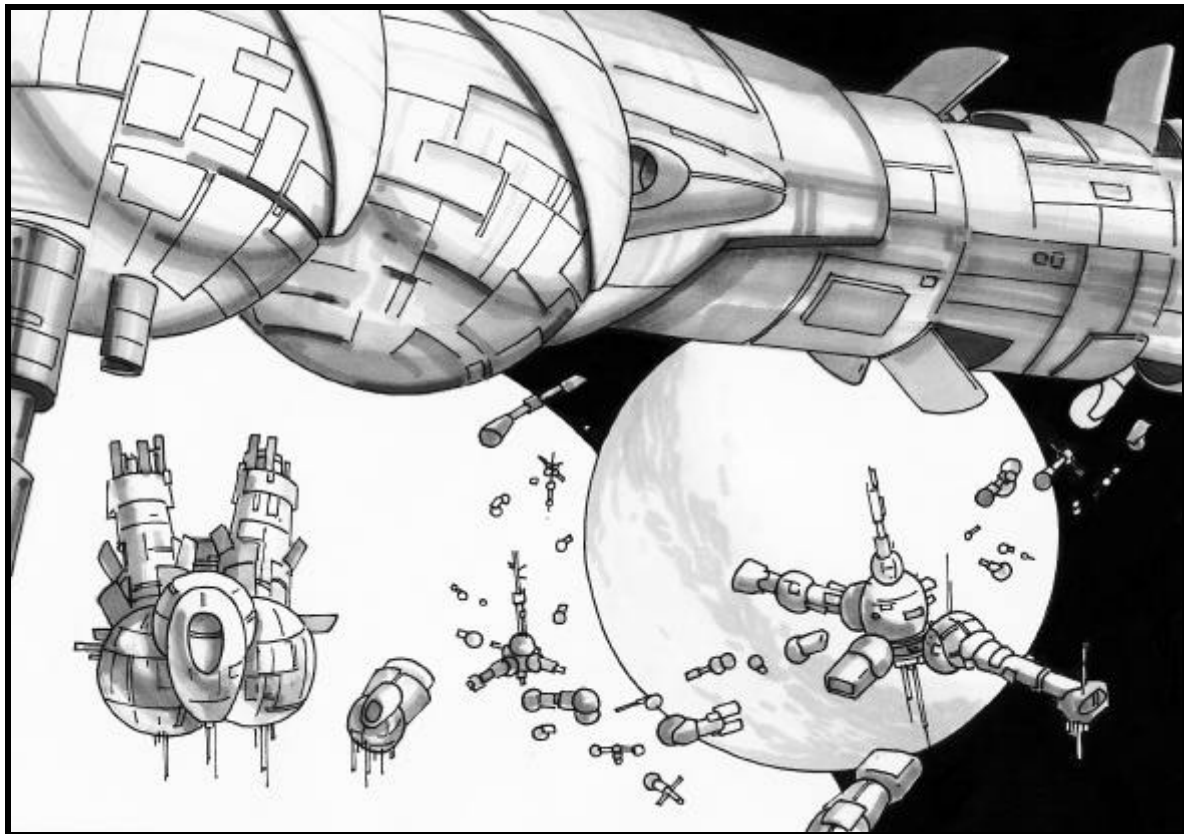
VASA's rise to pre-eminence, as the most powerful institution in pan-humanic space, when they aren't even a government in the true sense of the word, is a strange tale of seized opportunities and profit from chaos. As everyone with a basic grounding in the history of VASA knows, they began life as the corporate scientific coalition responsible for Viridia's colonisation of the Viridia Solaris/Leviathan binary system. Socio-political analysts agree that the point at which VASA became more than merely Viridian businesses working for the Assembly was when the decision was taken to build a VASA colony on Vacillus, to allow the scientists to carry out experimental work on grav-shunting. A colony so far away from its home planet had to be self-sufficient. It wasn't as though the rockets of the day could bring supplies regularly, so as part

of the set-up for their work on Vacillus, the scientists had to do preparatory terraforming work so they could grow crops, introduce animals and exploit natural resources. This meant that Vacillus became a permanent colony like Ironglass and Prime, and rather than return home regularly, which would have been unrealistic because of the distances involved, scientists brought their families to the colony to live permanently.

At around about the same time that the VASA colony on Vacillus was completing its work on the revolutionary grav-shunting techniques that war broke out between Prime and Viridia. This was a civil war since technically everyone was Viridian in origin and it divided loyalties on Vacillus, and this is when VASA formalised its split from the Viridian Assembly to become a political entity in its own right. At

stake was the all-important Leviathan grav-well and as far as the two sides in this war were concerned, where the sympathy of the Vacillus colony lay was of paramount importance. The VASA executive saw the potential here, and used their control of this resource to bring both sides to the debating table and declare their own neutrality. When the second civil war broke out between Viridia and Ironglass, VASA formalised their role as guardians of the grav-well and intermediaries between all the colonies with the now famous drafting of the Treaty of Vacillus. Thus was VASA's evolution from a scientific institution into a near omnipotent political body completed.

In order to carry out their peacekeeping duties effectively (since it was realised that there was nothing to stop a particularly

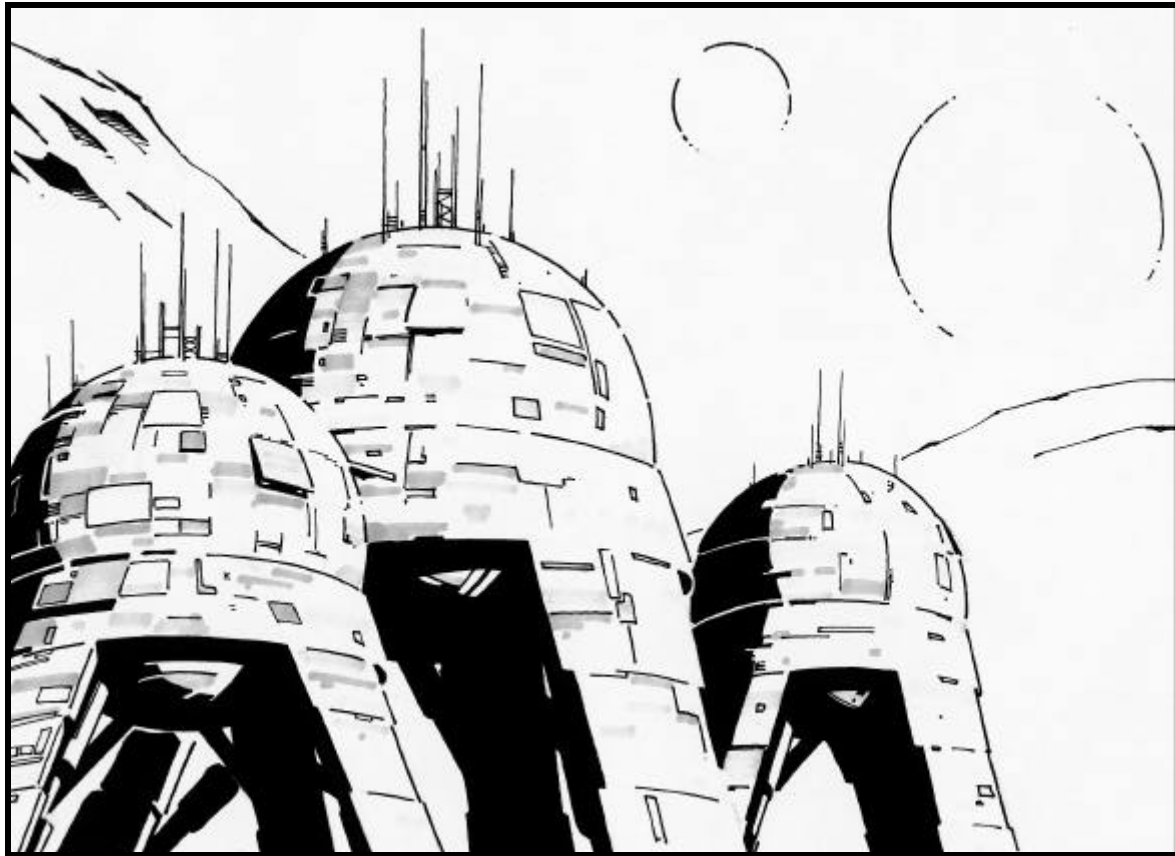


ambitious and aggressive colony – mentioning no Junkers – from taking the grav-well by force), VASA decided to turn Vacillus's moon Kothon into a massive military dock. On Kothon they would build the largest of any of the star fleets, an ambitious plan but a necessary one. They implemented this scheme using monies levied from Tripartite Confederacy under the Treaty of Vacillus, and excise duty on trade through the grav-well with the increasing number of colonies beyond Viridia Solaris/Leviathan. Kothon is a wonder of the age, and in addition to the extensive military facilities on the surface the whole moon is ringed by the largest artificial construction to be found anywhere in pan-humanic space – the Kothon harbour. Using their trademark modular approach to construction, VASA engineers built the harbour over a period of twenty years. Nowadays all traffic coming to or from the grav-well have to

dock here for customs inspections. Indeed, in this customs and excise policing respect VASA's reach is long indeed, and all colonies signing up to the Treaty of Vacillus must have a VASA Customs garrison at their main port.

Ultimately the grav-well has been the secret of VASA's success, and without it they could never have accumulated such might and wealth. Nowadays no one could realistically challenge VASA even if they wanted to – not even the combined might of the Tripartite Confederacy. Most citizens of pan-humanic space think that this is a good thing, and even when grinding poverty, famine disease and war troubles them they look to VASA for succour. But there is a hardcore of dissidents throughout the galaxy who believe VASA to be responsible for many of the problems they purport to work against. These subversives point to evidence of suppressed media, police state tactics, and shady

scientific research. A current story doing the rounds is that VASA has a number of secret astronautics bases engaged in reverse engineering work on the coralline/neutronium drive systems of captured Koralon craft. They say that this work is highly dangerous and could have disastrous environmental consequences for the whole galaxy, claiming that some of the earlier experiments resulted in the creation of black holes that destroyed entire systems. VASA denies all knowledge and most people dismiss the charges as the over-active imagination of cranks. After all, the galaxy is a big and strange place, so the black holes in question were probably there all along weren't they? Surely it would be ridiculous to assume that a protectorate body with such far-reaching responsibilities as VASA would put lives at risk unnecessarily.



VASA Colonies

For VASA the colonisation of worlds runs to a very different agenda to that of other powers. Worlds are usually colonised by governments as a way of finding new resource bases to access the raw materials for trade, manufacturing and agriculture and as a way of relieving population pressures. With VASA however there is no trade – VASA makes its money through taxation and excise – and its population is a sort of ‘meta-population’ selected from the cream of everyone else’s citizenry. VASA colonises worlds for either research or strategic security purposes.

Being at the forefront of space travel innovation, VASA developed a number of engineering techniques for assembling large structures in the vacuum of space, the most basic of which is the modular approach. Rather than try to build a whole structure, VASA engineers took to building things in stages, and this is an approach that can be seen throughout their work, whether it is spacecraft or architecture. When

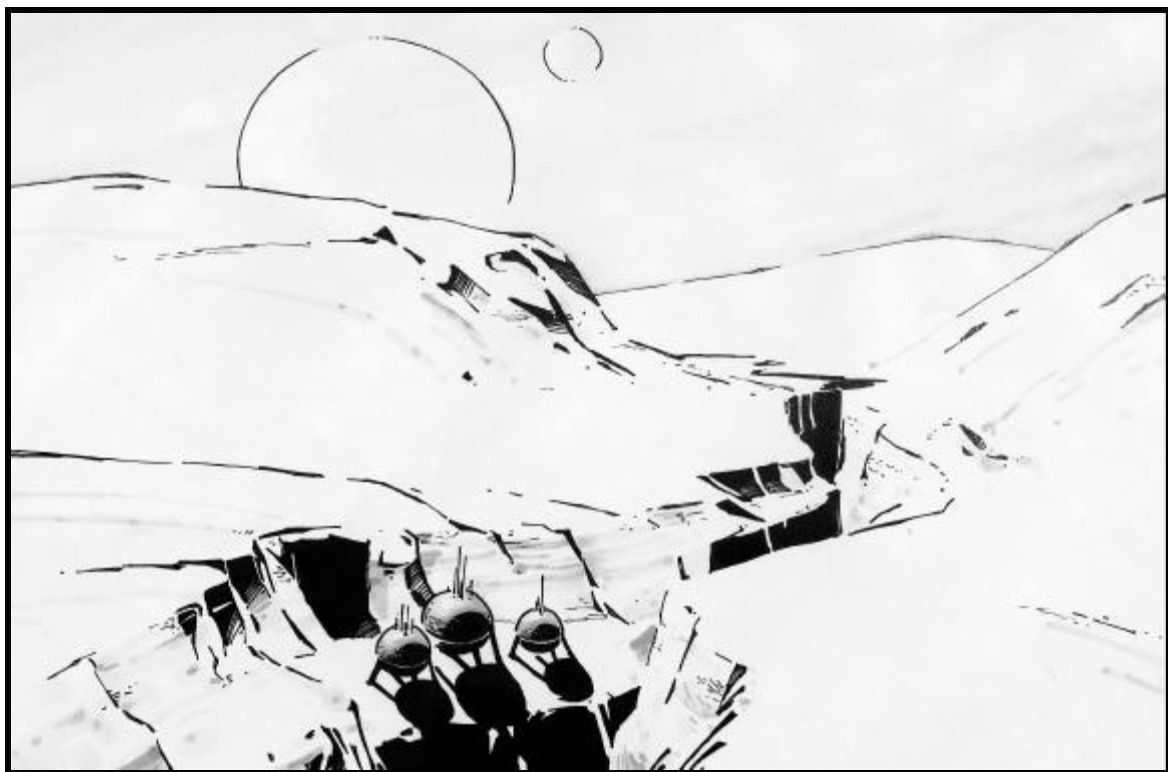
VASA requires a body in space to be colonised, be it asteroid, planet, man-made space platform or whatever, the would-be colonists use the instantly recognisable VASA colony pods. The pods are of various sizes and there are numerous types each with different functions. They are constructed from self-replicating carbon nanotubes made by tunnelling microscope engineers. To do this graphite molecules are arranged into cylindrical chains, with rounded ends of Fullerene (a carbon allotrope made up of 60 molecules), which creates a light flexible material that is a hundred times stronger than steel, but only a fifth of the weight. Large sheets of this material go into creating the superstructure and outer covering of a pod. When the basic pod has been manufactured then it can be loaded with the machinery that will be vital to its operations, and once this has been done the whole thing can be collapsed and stored in a

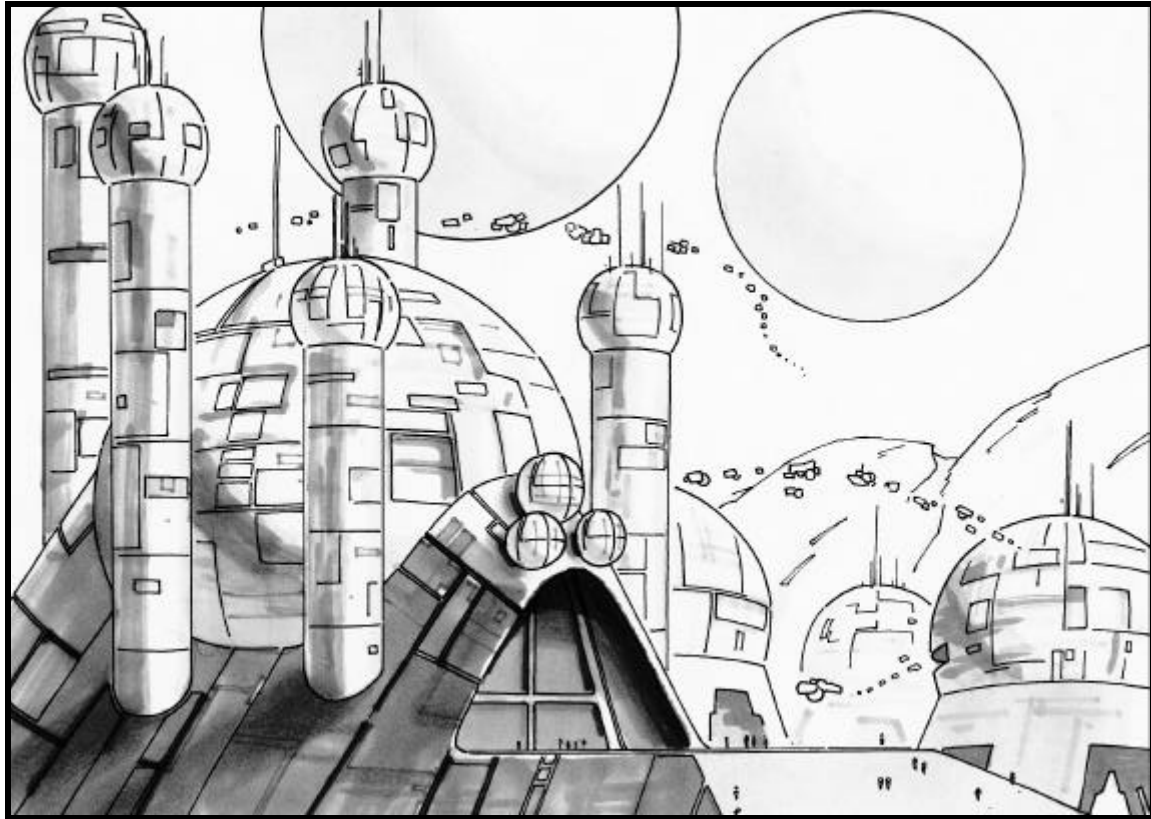
relatively small space. As indicated before, different pods perform different functions and the infrastructure of a colony based on its particular needs can be built up in a simple and logical fashion using these pods. For example, is a planet incapable of life support? If so then the first pod dropped onto the surface should be a life support unit. Is it possible to modify the atmosphere so that the world supports life? If so then an atmosphere-processing pod will be dropped. Are there going to be large numbers of support workers and their families permanently based at the colony? If so then a number of habitation pods, fast food franchise pods, local garrison pods, retail outlet pods and so on will be dropped. VASA manufactures pods for all sorts of things, indeed every type of institution or facility that one can conceive of can be built in this way. As the pods descend onto the

surface of colonisation areas using their own disposable grav-jets, they inflate and become rigid at the command of internal computer systems. Four sturdy legs telescope from the base and moor the pod rigidly to whatever surface it lands on and that's it. The pod is ready to fulfil whatever role it has been equipped for and as more pods land in close proximity to it they can be linked by tunnels. The usual sequence of events begins with a number of small pods coming down first to prepare the ground for the colony as it were, clearing the area, providing stable foundations, establishing life support mechanisms and the like. Then a second wave of larger pods will land in the midst of these, with secondary functions such as

research labs, ore processing facilities, habitat modules for workers and so forth. The final wave usually consists of entertainments, shops and the various other facilities that take the grind and tedium out of day-to-day life. To actually build a city in this way still takes years and requires hundreds of drops, but the modular approach means that some time is shaved off the process especially where harsh conditions prevail. As the years pass though conurbation can be added to over and over again and pod cities can spread like fungi to cover whole planets. Vacillus has the oldest such settlement, the capital city Himera, which actually covers three-fifths of the entire planet's surface.

There really is very little to limit VASA's colonisation approach in this respect, and would that they were engaged in active commercial colonisation then they'd definitely have the upper hand. One such limitation is their grasp of terraforming techniques. VASA planet engineers are extremely good at terraforming in cold, icy conditions, having learned lessons and furthered the science of those who first colonised Vacillus. They are no better than the other major powers when it comes to creating sustainable environments on other types of worlds and for this reason an unusual percentage of VASA colonies are located on wintry worlds with a great deal of surface ice.





Temple Academies of Exceptional Vocation

Temple Academies of Exceptional Vocation are VASA institutes for citizens possessed of the sort of gifts and talents that make them very useful for certain types of military and security work. The Temple Academies themselves are of course pods, like all other VASA buildings, but even so, there is something foreboding in the atmosphere they project with their imposing arched entrances and curious minarets.

The idea of the Temple Academy seems at first to be a contradictory one – temple being indicative of mysticism or religion, whilst academy brings to mind science and scholarship. However, before the widespread building of these institutions there were a heretical group of VASA scientists that believed mystic rituals were the keys to unlocking very real, scientifically quantifiable

paranormal powers. The scientists were a group of neurologists and psychologists investigating the effects of amongst other things long-term space missions that sometimes resulted in a form of psychosis and the reactions of astronauts to crisis situations. They designed virtual reality simulators, linked to brainwave altering machinery to test the reactions of astronauts to a variety of potentially stressful scenarios. What they discovered was quite startling. In a very small percentage of cases, subjects demonstrated what had been traditionally referred to as paranormal powers – telepathy, superhuman strength, speed and balance, preternatural stealth, telekinesis and so forth. Having convinced themselves of the reality of these phenomena, the scientists began to look into ways these abilities could be harnessed,

tamed and given direction. They then made an intuitive leap that earned them the derision of the VASA scientific community in general. They decided that ancient mystical techniques of the sort practised by primitive and feudal societies in Viridia's past, techniques for training the will and developing latent martial arts abilities, would be the answer to harnessing these powers. Although the scientific establishment was prepared to admit that such phenomena *probably* existed, it believed that they were freak occurrences that were unrepeatable and certainly uncontrollable. The idea of reviving ancient rituals was complete bunk to the establishment, and the scientists involved in the project were scorned for their far-fetched ideas. The heretics were undeterred though, after all there

were some eminent people involved with their project and they wouldn't be easily dismissed. Pressing ahead they published a paper on how the human brain develops in relation to language and the imagination, concluding that at a very primitive, fundamental level people actually think in a way that is responsive to ritual, and that even scientific method was an extension of this. Despite the fact that their proofs were questionable, and much to the outrage of the rest of the scientific community, the VASA directorate gave the heretic researchers a substantial development grant. The political climate at this time certainly informed VASA's decision to pursue this research, since it was in the unstable and paranoid period between the first and second Viridian civil wars, i.e. before VASA had a reasonable degree of military and political power and needed any edge it could muster.

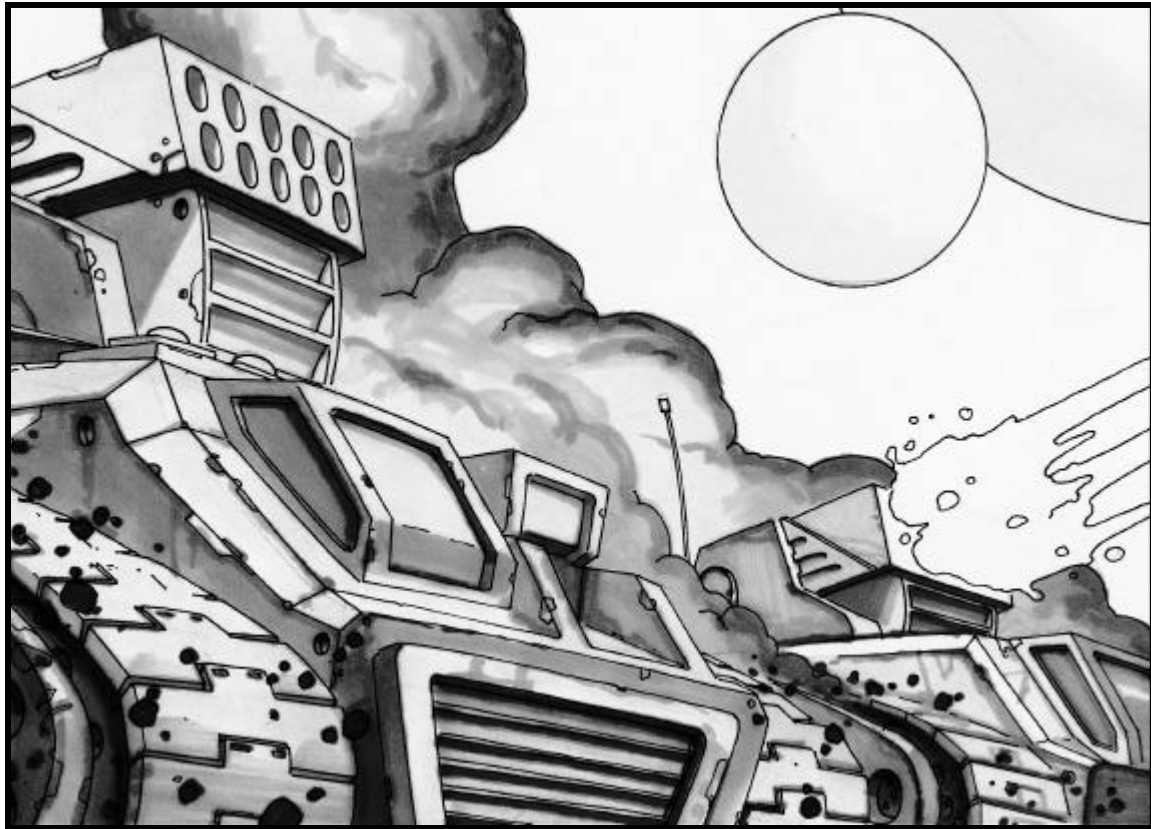
Nowadays of course there are Temple Academies on most reasonable sized VASA colonies, and though most people never knowingly meet a student of one, everyone knows that the people within the walls are somehow gifted. Most citizens only ever visit a Temple Academy once in their lives and are thereafter never again permitted within – and there are some that never leave after that first visit. This is because VASA require all citizens of worlds that are signed up to their treaties to be processed for powers within two weeks of their thirteenth birthday unless they can prove there is a medical reason for exemption, such as a heart condition. Candidates

are taken to the nearest Temple Academy to their system and undergo a process known as 'Traversing the Void'. This is a sensory immersion simulation based on an early VR routine that recreated a catastrophic grav-drive failure and the accompanying sensations just before the astronauts would be atomised. This routine plunges subjects into the darkest pit of inner terror and is a sure fire way of detecting the abnormal electrical spikes in brain activity that indicate paranormal abilities. Most come out of this shaken, even exhilarated, but otherwise normal and are sent home, but for the very few who show an ability they become the property of VASA and are immediately enrolled in a training program, never again to see their friends and families. This is a convenient arrangement, which also allows VASA to disguise the fact that an equally small percentage of candidates are driven stark raving mad or die during the test.

Successful candidates have a rigorous and highly disciplined training regime ahead of them, based as much upon the mystic rites of an ancient sect of warrior-monks as the scientific principles of modern fitness and mental aptitude training. Ultimately they will hope to attain the rank of Knight of the Void at the end of their apprenticeship, a title bestowed in reference to the test they first underwent. The warrior-monks in question provided what in the scientists' opinion was the best model for ritual discipline, and it is said that the monks were all capable of superhuman feats at the

higher levels of their vocation. VASA scientists have named the rogue brainwave activity seen during manifestations of these abilities Meta Waves, and the powers are consequently known as Meta-Powers. In order to develop the abilities of each candidate in a manner best suited to their particular talents, the *Sensei* (teachers) of the Temple Academies have identified three broad categories of powers. The first such category is known as the Meta Powers of Force, and students showing an aptitude in this area can tap reserves of strength, speed and endurance that make them unstoppable martial artists. The second category is the Meta Powers of Balance, and students here show inhuman prowess regarding stealth, awareness and fleetness of foot making them ideal spies and assassins. Finally, the strangest of all categories is the Meta Powers of Spirit, whose students have strange powers of telepathy, telekinesis and prophecy, making them invaluable intelligence and tactical support agents.

VASA jealously guard the secrets of how these Void Knights are trained and no other major power has a program like it. Indeed, it is illegal under the Paranormal Powers Security Bill for any citizen to harbour such abilities without declaring them to VASA. However, in a galaxy where rumours and paranoia abound beyond the prosperous confines of the developed worlds, some say that renegade knights exist, avoiding discovery and living by their talents.



Militia

VASA doesn't really have its own power base. As previously indicated it uses the resources of other powers in its role as protector and policing body of pan-humanic space. The use of local militias conscripted by VASA in times of crisis goes right back to the Treaty of Vacillus, and is one of the central tenants of that august document. Because VASA was setting itself up as a diplomatic body rather than a military power in its own right (to attempt to do so could very likely have torn the Tripartite Confederacy apart at that time), it had no absolute right to control the movements or deployment of Tripartite military forces. However, if VASA was to effectively act as a security force policing all of human space then it had to rely on more than just its own legions, who are to this day thinly spread across the galaxy. A solution that was agreed to (if grudgingly in some cases) by all the major signatories of the treaty gave VASA security garrisons the

right to conscript citizens of local populations when a state of emergency was declared. The original idea behind this was to give VASA a virtually limitless resource of cheap, disposable firepower should any power arise in the galaxy that could challenge the stability brought about by the Treaty of Vacillus. Little did they know it then, but this was to stand them in extremely good stead when the alien menace of the Koralon began to assault the fringes of human territory. Indeed, without the militias, the current stalemate out on the fringe might well have gone much worse for humanity.

The garrisons themselves consist of pod complexes, and all colonies that are signed up to the Treaty of Vacillus usually have at least one of these security bases – in the case of richer worlds there is usually one for every large settlement on the colony. The garrison pods have a rotating compliment of VASA marines to

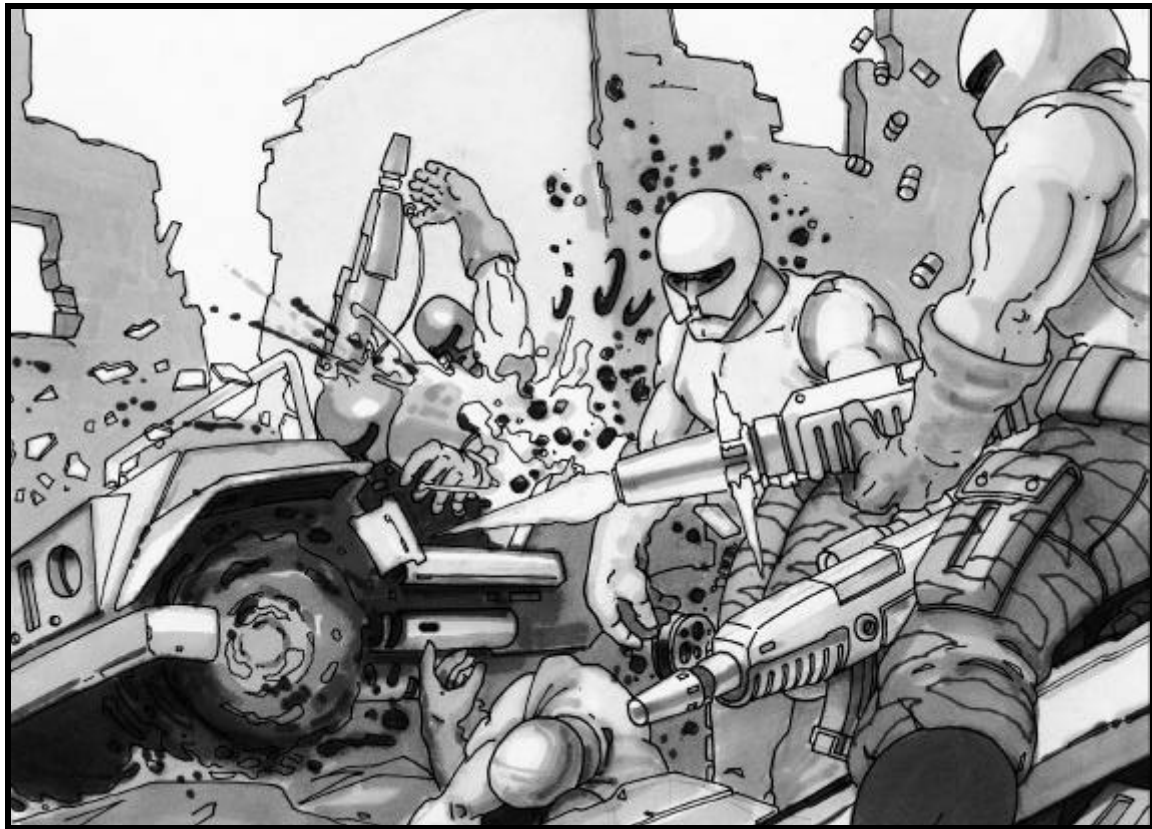
staff them, these soldiers being from the forces of other armies serving at least one tour of duty with VASA, as required by the treaty. A permanent VASA Commander is in charge of the garrison for the sake of continuity. There are various stages of interstellar alert on display outside these garrisons to let the local populations know what is to be expected of them. In the normal state of affairs the marines have no real interaction, other than socially, with the citizens. In a state of marshal law the VASA marines work with local security forces to maintain law and order. Finally in a planet or system wide state-of-emergency, such as an imminent invasion by a hostile force, civil war, or similar military crisis the garrison has orders to press local populations into service. All able-bodied men and women must join the military, bringing with them whatever weapons they possess. It would be a near impossible task for VASA to equip all of these militias,

despite its massive wealth. Although stockpiles of cheap weapons and armour such as autopistols, autoshotguns and combat blades are available at the garrisons, most people bring their own. During these states-of-emergency VASA marines also routinely commandeer vehicles, fuel, food supplies and weapons and ammunition from those too old or too sick to join the war effort.

This arrangement hasn't worked out too badly all things considered. The sorts of people conscripted have been of a type – usually rough and ready frontiersmen and women on

planets where life is harsh and marginal since life is relatively peaceful in the more densely populated centre of pan-humanic space. These people are natural survivors, hardened and capable due to the conditions in which they live day to day. VASA's overall militia population throughout the history of conscription has contained a greater percentage of Junkers than any of the other Tripartite powers, but even the Junker contingent is overwhelmed by the fact that some 70% of past militias have been made up of independent world colonists. Militias tend to see most action out on the fringe, where the Koralon

are active. There have also been a number of notable incidents involving wars between independent colonies and large-scale civil disturbances. In fact, there have been past cases in the remoter, more lawless sectors of pan-humanic space where VASA garrisons have come under attack from highly organised criminal factions such as pirates and smugglers. In cases such as this the conscripts can usually be relied on to save the day, since despite the mistrust for VASA and the Confederacy amongst these frontier types, they'd rather be with VASA than against them.



New VASA Troop Types

VASA TAV Mk111



TAV "Decimator"

TAV's (Tracked Assault Vehicles) are light, rapid response vehicles used across the galaxy for urban pacification by VASA's security forces. There are three common variants, and the chassis is designed to allow easy refitting within a matter of hours, providing maximum flexibility should a VASA force be cut off from support. The simplest is a troop carrier with no turret-mounted weapon. The other two have respectively a chain gun and an MLRS system mounted in turrets, with targeting systems and ammunition occupying the passenger space.

TAV MkIII

AS	SH	ST	T	W	CD	SZ	MV
4	4	6	6	3	5	5	8

Structure: Individual

Vehicle Type	Equipment	No. per Unit	Cost
TAV APC	Mounted Chain gun	N/A	82
TAV 'Pacifier'	Mounted Chain gun	N/A	105
TAV 'Decimator'	Mounted Chain gun MLRS	N/A	148

Special Rules

Tactical Awareness, Heavy Armour 3, Lethal Strike (x2)

The TAV may make 1 turn for every 3 inches moved. In close assault the TAV can attempt to run enemies over. This counts as a melee weapon attack; to hit 0, dam ST +0.

Enemies attacking the TAV in close assault get +2 to hit.

Weapon fire arcs: Mounted Chain gun- front. Turret Mounted Chain gun- all. Turret Mounted MLRS- all. TAV Mk IIIs cannot evade.

TAV APC's are troop carriers, and the following rules apply:

- APC's may carry up to 8 passengers of size 1 or 2.
- APC's can be deployed at the start of the game with units inside them. Mark the presence of such units on the TAVs record sheet.
- A TAV must transport either all or none of a unit. It cannot transport partial units.
- Enemy models may not enter the TAV.

Once aboard the APC passengers are effectively part of the vehicle, and can be affected by results on its damage table. The following rules apply to embarking and disembarking:

- During the movement phase of their turn, friendly models that can reach base-to-base contact with the TAV may board it.
- During the APC's turn passengers can disembark at the beginning or end of any part of the TAV's order sequence except assault. They should be placed in the rear or flank arcs of the APC and within 4 inches of it. Disembarking passengers may do nothing else during the current game turn and count as being on hold.



TAV "Pacifier" in operation against the Koralon

Damage Table

Dice Roll (1d10)

1-5

6

7

8

9

10

Result

No Additional Damage.

Weapon Damaged: One of the vehicle's weapons is hit. If it is an APC then it is automatically the chain gun, otherwise roll a d10. 1-5 means the turret weapon is hit, 6-10 the chain gun. Each time you wish to fire the weapon, roll a D10. On a 1-5 it cannot fire this turn. On a 6-10 it can fire as normal. A second hit on a weapon destroys it.

Crew Hit: The shot passes through the TAV's armour and hits the driver. Roll a d10. On a 1-5 the Driver is dead. On a 6-10 he is fine. If the driver dies, when the TAV is next activated move it forward 1d10" as it runs out of momentum. If this brings it into contact with impassable terrain stop it 1" away. Any passengers inside the TAV may dismount, and then remove it from play. Alternatively, you may wish to keep the model on the board to act as cover and block LOS.

Engine Damaged. Each time you wish to move the TAV roll a d10. On a 1-5 the engine stalls and it cannot move this turn. On a 6-10 it can move as normal. A second hit to this location destroys the TAV.

Track Damaged. The shot has damaged the TAV's tracks. Each time you wish to turn the TAV roll a D10. On a 1-5 it cannot turn. On a 6-10 It can move as normal. A second hit on this location immobilises the TAV.

Consult the cargo compartment sub-table.

Cargo Compartment Sub-Table

Vehicle

APC

Pacifier

Decimator

Result

Passengers Hit: The shot has penetrated the troop-carrying compartment killing a random passenger. If there are no passengers re-roll this result on the main table.

Ammunition feed tangled: The feed belt becomes wrapped around the turret motor and it may no longer rotate. The chain gun may only fire in the direction it fired last. If it has not yet fired, it may only fire directly forward. A second hit on this location destroys the turret mounted chain gun.

MISFIRE: A hit to the MLRS targeting systems causes it to misfire. Roll a direction dice. The nearest unit within 90 degrees of that direction is targeted, roll immediately to hit / damage as normal. A second hit on this location causes the MLRS ammunition to explode. Centre the large explosion template on the TAV. All models covered by the template suffer a Dam 5 hit. The TAV is then removed from play.



Standard TAV APC

Knights of the Void

Knights of the Void are near legendary individuals who have trained in esoteric arts that allow them to perform amazing feats on the battlefield. They use a combination of strict mental disciplines that take years to learn and strange energy focussing devices to manifest their so-called Meta Powers. There are different vocational paths open to potential knights – Fury, Spirit and Balance. On the battlefield they are either lone operators or use their extraordinary abilities to inspire and assist comrades.

Knight of Fury

Knights of Fury are incredible martial artists, able to perform displays of superhuman fighting prowess and seemingly impossible feats of strength and speed. Of all the Knight orders they are the best loved by the common soldiery.

Knight of Fury

AS	SH	ST	T	W	CD	SZ	MW
5	4	5	5	1	5	2	4

Structure

Individual

You may add a Knight of Fury to any of the following units by using the same buying criteria as Sergeants: VASA Marines and VASA Militia.

Troop Type	Equipment	No. per Unit	Cost
Knight of Force	Ion Lance Blaster	1	38

Special Rules

Tactical Awareness, Fearless, Immune to Panic, Inspiring, Meta Powers 1

Knight of Spirit

Knights of Spirit are powerful psychics, able to plant telepathic suggestions, predict the future and even manipulate matter with their minds. Many fear the Spirit Knights and those who have stood against them in battle recount experiencing terrible visions and past nightmares when in close proximity to them.

Knight of Spirit

AS	SH	ST	T	W	CD	SZ	MW
4	4	4	4	1	6	2	4

Structure

Individual

You may add a Knight of Spirit to any of the following units by using the same buying criteria as Sergeants: VASA Marines, VASA Militia

Troop Type	Equipment	No. per Unit	Cost
Knight of Spirit	Blaster	1	42

Special Rules

Tactical Awareness, Dodge, Immune to Panic, Terrifying, Meta Powers 1

Knight of Balance

Knights of Balance are spies and assassins without comparison. They are so utterly focused and attuned to their surroundings that they can pass unseen by the most vigilant guards, and they can control their own metabolism to move at incredible speeds and perform amazing gymnastic feats. They are loners by disposition, never joining other units, and are deeply mistrusted by most of their comrades.

Knight of Discretion

AS	SH	ST	T	W	CD	SZ	MW
5	4	4	4	1	5	2	5

Structure

Individual

Troop Type	Equipment	No. per Unit	Cost
Knight of Discretion	Sniper Rifle 2 Combat Blades	1	59

Special Rules

Tactical Awareness, Dodge, Stealth, Meta Powers 1



GSX 900 Viper Wings

Viper Wings consist of light, fast and highly manoeuvrable bikes. They are primarily deployed as advanced recon elements, the elite riders equipped with little more than a blaster and their wits. The blasters are fairly decent anti-personnel weapons, and this combined with the speed and manoeuvrability of the bikes makes the bike corps excellent for picking off flankers and stragglers in enemy forces, though they are likely to be seriously outclassed by armour, or heavy forces.

Viper

AS	SH	ST	T	W	CD	SZ	MW
4	4	4	6	1	5	4	9

Structure

Squad

Unit Size: 1-4

Troop Type	Equipment	No. per Unit	Cost
Viper	Blaster	2-6	37
Viper Sergeant	Blaster	0-1	41

Special Rules

Sergeant: Tactical Awareness, High Morale (+1)

Extended Fire Arc: Since the rider is using a 1-handed weapon, he or she can fire it in a 180-degree arc to the front

Models making rear attacks on Vipers get +1 to hit

The model can make 1 turn for every 2 inches moved

In close assault the rider fights using the Blaster

Vipers cannot evade.

VASA 'Crucifier' X Suit

Crucifiers are massive linear frames, giving the VASA marine pilots four VR controlled arms upon which various weapons systems can be mounted. In combat the Mk I's are devastating (if somewhat slow) close assault troops, whilst the Mk II's provide long-range capability.

X-Suit

AS	SH	ST	T	W	CD	SZ	MW
4	4	6	6	2	6	3	3

Structure

Squad

Unit Size: 3-8

You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No. per Unit	Cost
X-Suit Mk I	2 Cesti 2 Grape Guns	3-8	51
X-Suit Mk II	2 Cesti Mini-MLRS	0-1	58(s)
Sergeant	2 Cesti 2 Grape Guns	0-1	52

Special Rules

All: Heavy Armour 2, Multiple Attacks (x2)

Mk I: Multiple Shots (x2)

Mk II: Tactical Awareness

Sergeant: Multiple Shots (x2), Tactical Awareness, High Morale (+1)

X-Suits cannot evade



VASA 'Crucifier' X Suit

VASA Militia

VASA militias are ordinary citizens pressed into military service during times of crisis. They lack training and equipment, more often than not having to bring their own weapons and ammunition to battle. VASA garrisons organise them into fighting units and usually see to it that each unit is lead by someone who has at least some fighting experience, and after that they're on their own. Militias tend to die in droves when facing organised enemy forces, but with enough of them they can make a difference.

VASA Militia

AS	SH	ST	T	W	CD	SZ	MV
3	3	3	3	1	4	2	4

Structure

Squad

Unit Size: 4-12

Troop Type	Equipment	No. per Unit	Cost
Militia	Combat Blade	4-12	10
Militia Leader	Combat Blade Autopistol	0-1	13

Special Rules

Sergeant: High Morale (+1)

VASA militias and their leaders can select additional equipment from the following table. In this way each model can be outfitted differently with as much additional equipment as you wish. Simply add the listed cost of each item to the model's point's value:

Equipment	Militia	Militia Leader
Flak Armour (+1 T)	2	2
Autopistol	3	X
Autoshotgun	4	4
Gauss Rifle	X	5
Hand Grenades	X	6
Blaster	X	6

Hero & Leander

Hero and Leander form a unique road bike and sidecar team that is constantly followed by VASA approved war correspondents wherever they go. Both were previously media celebrities in their own right, Hero, the bike rider, an actress from Viridia, and Leander, the chain gunner, an aristocratic playboy from the Gate world Mammon. They both decided to serve their worlds in the Marine Corp, but in a cynical media ratings grabber, someone in VASA high command had the bright idea of presenting them as the acceptable face of war. To everyone's surprise this has actually paid off, as the pair has overcome their cosseted background to become hardcore combat veterans. They support infantry and bike units on the battlefield, and seem content to remain in the limelight of their new, ultra-violent career.

Hero & Leander

AS	SH	ST	T	W	CD	SZ	MV
5	6	4	5	3	6	4	8

Structure

Individual

An army cannot contain more than one Hero & Leander

You may add Hero & Leander to a unit of Vipers using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Hero & Leander	Blaster Mounted Chaingun	1	98

Special Rules

Tactical Awareness, High Morale (+2), Multiple Attacks (x2), Inspiring

Hero & Leander may make 1 turn for every 3 inches moved.

In close combat Hero & Leander fight with their blasters. Remember that they fight as a single model using the above stats, don't make separate attacks for both Hero and Leander. Models making rear attacks on Hero & Leander get +1 to hit. Extended Fire Arc: Since Hero is using a blaster; she can fire it in a 180-degree arc to the front. Chain gun fire-arc left flank. Hero & Leander cannot evade.

Captain Zed

In common with other Black Legionaries, no one knows the provenance of Captain Zed. What is known about him is that he fights like a demon, his face displaying little more emotion than if he were concentrating on needlepoint as he strikes in a blur of ions. Zed currently operates from a secret location on the galactic fringe, organising strike forces and militias against the Koralon.

Zed

AS	SH	ST	T	W	CD	SZ	MV
6	5	4	5	2	6	2	4

Structure

Individual

An army cannot contain more than one Zed

You may add Zed to a Unit of Black Legion by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Zed	Ion Sword Blaster	1	66

Special Rules

High Morale (+2), Tactical Awareness, Fearless, Shock Trooper, Multiple Attacks (x2)

Zed wears a graviton pulse pack like those worn by Black Legionaries and all the same rules for use apply.

Major Kali

Kali is a competent, well-trained soldier with an impressive service record. She was born on the rimworld of Nu-Utopia, and as a teenager she narrowly escaped with her life when Koralon forces invaded. She was successfully evacuated to a nearby VASA outpost but her parents weren't so lucky. As a ward of VASA, she joined the marines to make herself useful, and has rapidly advanced to the rank of major. VASA often sends her on do or die missions against the Koralon because they know how much she hates them. No matter what horrors she faces, Kali will keep killing Koralon.

Kali

AS	SH	ST	T	W	CD	SZ	MV
4	6	4	4	2	6	2	4

Structure

Individual

An army cannot contain more than one Kali

You may add Kali to a Unit of VASA Marines by using the same buying criteria as Sergeants.

Troop Type	Equipment	No. per Unit	Cost
Kali	Chain gun	1	34

Special Rules

Tactical Awareness, High Morale (+1)

Kali hates Koralon and cannot be diverted from the business of killing them no matter how bad the situation gets. When fighting Koralon Kali has the Fearless and Immune to Panic special rules.

Archangels

Archangels are elite forward recon troops. They have similar graviton pulse packs to the Black Legion, allowing them to cover great distances in a relatively short time for infantry. They are armed with gauss rifles, and in combination with their movement abilities this optimises them for lightning strikes on enemy positions – jumping in close, strafing the enemy, then getting out again.

Archangel

AS	SH	ST	T	W	CD	SZ	MV
4	5	4	4	1	5	2	4

Structure

Squad

Unit Size: 4-10

Troop Type	Equipment	No. per Unit	Cost
Archangel	Gauss Rifles	4-10	33
Sergeant	Gauss Rifles	0-1	35

Special Rules

Sergeant: High Morale (+1), Tactical Awareness
Archangels wear graviton pulse packs like those worn by Black Legionaries and all the same rules for use apply.



Meta Powers

Meta Powers are paranormal feats of mind and body that allow those trained in their use to perform seemingly superhuman acts. They have names that are reminiscent of the ancient rituals upon which they are based. There are three main disciplines of Meta Powers: Force, Spirit and Balance. A model with Meta Powers should choose a number of powers equal to their Meta Powers level, from the appropriate discipline on the following lists.

To use a Meta Power the model must make a CD test at the beginning of or during the appropriate phase (which will be listed in the description). If the test is successful then refer to the effect to see what happens; if the test fails the knight may do nothing else that phase.

Meta Powers of Fury

The Meta Energy of Fury concentrates the will of its students into becoming an unstoppable force. They are capable of incredible battle feats of strength and speed.

Fist of Steel

Fist of Steel is a martial arts strike that focuses an incredible amount of energy into a single blow, with devastating consequences for the victim. Because of the harmonious marriage of power and timing this attack can punch through solid armour using conventional close combat weapons, without damaging the weapon in any way.

Phase: Assault

Effect: Use this power when in base contact with an enemy model. If successful the knight immediately makes their normal close assault attacks against that opponent using a melee weapon as the primary weapon. Any damage is worked out with an additional damage modifier equal to the user's Meta Level, and has bonus armour piercing equal to the Meta Level.

The Tiger's Fury

With The Tiger's Fury the knight taps into his own primal fear response, turning it against his opponents as a flurry of lightening fast blows. By exploiting his or her own "Fight or Flight" reflex the knight allows it to momentarily overwhelm their humanity, resulting in an instant of insane rage.

Phase: Assault

Effect: Use this power when in base contact with an enemy model. If successful the knight immediately makes their normal close assault attacks, plus a number of additional close assault attacks equal to their Meta Level.

Battle Feat of Wonder

Battle Feat of Wonder is a thoroughly inspirational gymnastic attack, involving whirling and sweeping manoeuvres as the knight attacks his or her foes. Friendly troops fighting alongside the knight are as motivated by this display as enemies are confused and dismayed.

Phase: Assault

Effect: Use this power when in close combat with an enemy unit. If successful the knight and any troops with him or her receive a to hit bonus equal to the knight's Meta Level. This is in addition to any other bonuses they have that turn, e.g. charging.

Meta Powers of Spirit

Students of the Meta Energy of Spirit learn to control their incredible mind powers, allowing them to read the thoughts of others, generate hallucinations and even affect objects with their amazing will.

The Dragon's Deceit

The Dragon's Deceit creates an illusion in the mind of opponents that they are under attack from an imaginary foe. If this is done right, and it takes the skill and experience of a dedicated knight to fool trained soldiers, the enemy will waste time and ammunition on the chicanery.

Phase: Move

Effect: To use this power the knight must have LOS either the leader of an enemy unit or a model within 2 inches of the leader. It can also be used to target individuals. The target unit can make a CD test, using the knight's CD stat as the difficulty, to avoid the effects. If the power is used successfully the target unit has an activation counter placed on it, and loses any wait counters it may have had.

The Obsidian Shield

The Obsidian Shield is a telekinetic discipline that creates a bubble of invisible flux around the knight. The atoms in air itself react to the velocity of approaching objects, hardening to prevent even energy bolts and hypersonic rounds. Unfortunately slower attacks can penetrate this shield.

Phase: Move

Effect: When this power is used successfully the model gains Heavy Armour ability equal to double its Meta Power level. Place a counter next to the model to indicate this. The ability only works against ranged weapons and offers no protection from melee weapons.

Vigilance of the Hawk

Vigilance of the Hawk is an almost prophetic ability to anticipate what an enemy unit is going to do next. The knight with this power becomes aware of the enemy's hostile intentions the instant before they open fire, giving him or her a moment to bark out orders to those under their command to take evasive action.

Phase: Opponent's Shooting

Effect: Use this power when an opponent's unit declares their intention to shoot at the knight, or the unit containing the knight. You must decide to use this power before any dice are rolled. The shooting unit is permitted to take a CD test, using the knight's CD as the difficulty, to avoid the effects. When the power is successfully used the shooting unit must re-roll all successful 'to hit' rolls, only counting successful re-rolls as hits. The rest of the successful attacks are anticipated and avoided.

Meta Powers of Balance

The Meta Energy of Balance demands an incredible refinement of observation from its students. Only then can they master the arts of stealth and poise.

Veil of Maya

The Veil of Maya deceives the senses of the observer. With perfect timing every movement made by the knight coincides with more distracting events in the general environment, allowing him or her to stalk ever closer to her quarry until the right moment comes to reveal that the truth of the deception means death.

Phase: Move

Effect: Once this power has been successfully used the knight becomes in effect invisible, place a Veil of Maya counter next to the model. Whilst a model has a Veil of Maya counter next to it enemy units cannot target it for any reason unless they first pass a CD using the knight's CD as the difficulty. Remove the counter as soon as the knight takes any aggressive action, i.e. shooting or charging into close assault. The counter is also removed if a weapon that causes template effect damage hits the knight.

Alacrity of Susei

By opening the neural floodgates to the primal energy centres in their bodies, knights of this discipline are capable of an amazing turn of speed. The whole process takes but a moment as the body tenses, waiting for the release, then the knight shoots off at amazing velocity.

Phase: Move

Effect: When this power is successfully used the knight moves as normal, but adds double his or her Meta Level to their MV stat.

Flight of the Tengu

The Flight of the Tengu is an incredible flying leap that is probably the most impressive spectacle in any knight's repertoire. The knight takes a moment to regulate breathing, pulse and other physiological systems, and then visibly coils up like a spring before making a seemingly impossible standing jump. Whilst in flight the knight will flip and somersault at will, striking at any unfortunate enemy that happens to be in their path.

Phase: Move

Effect: When this power is successfully used the knight performs a leaping attack as follows. Move the model up to 10 inches in a straight line, and make a close assault attack on all enemy models crossed by the line. The knight can avoid obstacles up to 3 inches in height, and enemies can fight back as usual. At the end of the move the knight can land on terrain up to 3 inches higher, or any number of inches lower than its starting point. Place an activation counter next to the knight when they complete this move.



Behemoth engages Syntha forces

New Viridian Troop Types

Viridian Behemoth

Behemoths are massive, stocky herbivorous reptiles from the volcanic belt of Viridia's deep equatorial rainforests. Viridian scientists have genetically engineered a highly intelligent strain, which responds to simple commands from handlers in a howdah on the creature's back. The military applications of such an enhanced beast are obvious, and in combat they make excellent mobile heavy weapon platforms, combining long-range artillery capability with fearsome close combat ability. One problem that can't yet be overcome with the behemoths is that they are just animals, and if they get badly hurt or alarmed, they will react like any large creature in that situation and stampede.

Behemoth

AS	SH	ST	T	W	CD	SZ	MV
4	4	6	7	6	5	7	4

Structure

Individual

Troop Type	Equipment	No. per Unit	Cost
Behemoth	Howitzer Barrage Cannon 2 mounted chain guns	1	155

Special Rules

Rampage, Terrifying, Tactical Awareness, Heavy Armour 4, Lethal Strike (x4), Multiple Attacks (x2)
Models attacking the Behemoth's flanks get +1 to hit, and rear attacks get +2.
The model can make 1 turn for every 4 inches moved. In close combat Behemoths bite, stamp and lash their tails at opponents, this counts as a melee weapon attack, to hit 0, dam ST +0.
Behemoths cannot evade.
Weapon fire arcs: Howitzer- front. Mounted Chains Guns- left and right flank.



Viridian Behemoth

Controlling the Behemoth.

In order to move and fire the howitzer there has to be at least two crewmembers in the howdah, one to direct the beast and the other to operate the weapon. If there are no crew in the howdah when the Behemoth is activated, it will remain stationary unless it is rampaging* (see new special rules). In the event of rampage, the behemoth cannot rally until there is a crewmember in the howdah. Crewmembers can move from the side guns to the howdah, or vice-versa by spending a turn doing so. You should probably have a notepad at hand, or some other method of recording where crewmembers are at any given time.

Special Rules

Rampage

Sometimes large animals are pressed into military service, and although modern training techniques can subdue their natural urges, they cannot eliminate them. If a unit with the rampage rules fails a panic test, it does not panic, but it rampages. Place a counter next to it to indicate this. On subsequent activations, if it fails to rally, move it in a random direction (roll direction dice) at top speed. If it encounters obstacles it will go around them, if it comes into contact with a unit, friend or foe, it will attack in close assault. Whilst rampaging the unit cannot shoot, because crew can do nothing but hang on and hope the beast will calm down, and if it leaves the tabletop it is out of the game.

Dodge

Models with this skill are preternaturally aware or quick, even to the extent of avoiding bullets. Each time they suffer damage, for whatever reason, they can make a CD test. If successful they don't take any damage.

Stealth

Models with stealth are even better at avoiding being seen than models with camouflage. In addition to the normal +1 cover save enjoyed by camouflaged models, models with stealth are considered as being out of LOS for enemy units beyond short range. If the model makes an aggressive move such as charging or shooting however, it gives its position away and can be targeted as usual.

Damage Table

Dice Roll (1d10)	Result
1-5	No Additional Damage
6	Leg Wound: Every time the Behemoth wishes to turn roll 1d10. If the result is 1-5 the behemoth cannot turn, but still counts as having done so for purposes of distance moved so far. A second hit in this location permanently immobilises the creature
7	Critical Injury: The Behemoth has been badly wounded and is bleeding profusely. Roll 1d10 each time it is activated, with a result of 1-5 indicating that the behemoth can't move this turn. A second hit in this location will kill the behemoth
8	Howitzer Damaged: Roll 1d10 1-5: The weapon becomes prone to jamming. Each time the gunner attempts to shoot roll 1d10. On a roll of 1-5 the weapon cannot be fired this turn. 6-10: The sighting mechanism becomes misaligned causing the weapon to suffer a -1 to hit mod. A second hit in this location renders the weapon totally useless
9	Crewmember Killed: Roll 1d10 1-7: Chain gunner killed. The chain gunner closest to the side from which the damage was caused (decide randomly if this isn't clear) is killed, preventing further use of that weapon until another crewmember takes over. 8-10: Howdah crew killed. Make a note that there is one less crewman in the howdah. If crew are only present in one location, then count this location as the result of the dice roll.
10	Ammunition Hit: A hit in this location ignites the howitzer shells resulting in a tremendous explosion. The behemoth and all its crew are instantly killed. Additionally place the large explosion template over the Behemoth, and all models touched by it suffer a Dam 5 hit.

New Weapons

Howitzer Barrage Cannon

Howitzer Barrage Cannons are massive recoilless artillery pieces that fire high explosive armour piercing shells. They can only be mounted on fixed platforms or heavy vehicles such as behemoths, and require a trained artilleryist to operate. Because of the weapon's obvious size and bulk, there is a dead area towards the front in which it cannot fire at all. However, where the shells do come down they can devastate the area, tearing personnel and light vehicles apart and leaving gaping craters.

CC		Short		Medium		Long		Extreme	
To	Dam	To	Dam	To	Dam	To	Dam	To	Dam
Hit		Hit		Hit		Hit		Hit	
				-1	6	-2	6	-3	6

Type

Mounted, Ranged Template Weapon, Armour Piercing 3, Indirect Fire

Special Rules

Uses the large circular template

Optional Rule

When a barrage cannon damage template is placed, leave it there for the rest of the game, or place a piece of crater terrain of approximately the same size where it landed. This area now counts as difficult terrain, and models occupying it may claim a cover save.

MLRS

MLRSs are multiple launch rocket systems that fire clusters of high explosive homing missiles. They are awesome long-range anti-personnel support weapons, but have a significant safety limitation that prevents the missiles coming down within a certain radius of the launcher. MLRSs are true heavy weapons systems and as such can only be mounted on a vehicle or fixed platform of some sort.

CC		Short		Medium		Long		Extreme	
To	Dam	To	Dam	To	Dam	To	Dam	To	Dam
Hit		Hit		Hit		Hit		Hit	
				-1	7	-2	7	-3	7

Type

Mounted, indirect fire, ranged template weapon

Special Rules

Uses the large, circular template

Ion Sword

Ion swords are state of the art hand-to-hand energy weapons. The weapon consists of a handle resembling a torch, and when the power button is switched on an ionising blade within the handle telescopes out. When the weapon is swung the air around the blade glows and makes a characteristic hissing sound as a halo of supercharged ions gather around it. In close combat the hot ions can slice through flesh and light armour with impunity.

CC		Short		Medium		Long		Extreme	
To	Dam	To	Dam	To	Dam	To	Dam	To	Dam
Hit		Hit		Hit		Hit		Hit	
0	5(x2)								

Type

1 handed, melee

Special Rules

None